

### THE STORY

The story starts in 17 million BC (on a Tuesday) with our hero making a visit to his bank 'Savings and Bones' to deposit a big bag of bones. No sooner had Bignose approached the stoney lobby of the bank when he was jumped on by Leny the Lizardman, knocked out and had all his bones stolen. When Bignose woke up and realised his bones had been stolen he really did *reak out!* After about a half hour of jumping up and down and causing mini-earthquakes he was hit by a bright idea and ran off to get busy in his garage.

Two hours later, out he whizzes on his newly invented wheel and begins the quest to recover his bone savings...

Your task is to help Bignose retrieve his bones and teach Leny a lesson he won't forget.

There are six sections of play with four levels in each section.

At the end of each section Bignose will meet Leny he'll actually have a many monster ready and will



attempt to snuff out Bignose. Bignose starts the game with three lives and his prehistoric club. Most of the creatures

will kill Bignose on contact so, don't try to make friends with them, kill them with the club! Bignose she starts the game with one continue.

### BIGNOSE'S CLUB

Whilst tearing along the landscape, just miss the three rock icons. When Bignose picks this up he can use his club to launch rocks at his enemies. Each rock Bignose picks up adds to the number of rocks he can launch per hit (maximum 3).

Each rock Bignose picks up when he's already firing three stones will make his stones *faster* after that he'll get power-rocks which travel straight through the enemy and kill anything in their path.

If Bignose is hit whilst carrying rocks, he loses the rocks. If Bignose is carrying rocks when he's hit, he's history.

### BONES & MUSHROOMS

Pick up bones you find along the way. Collect 25 or more bones before the end of a level and Bignose will get an extra life. The maximum number of lives he can have is nine.

Look out for the mushrooms, some of these will reveal a surprise if Bignose jumps on them. Even more bones, invincibility, lizards and higher jumps can be found. Not all the surprises are nice ones though, some hide creatures or set off lightning storms and some will even reverse

# BIG NOSE Freaks Out



### CONTROLS



### THE GAME SCREEN

In the top left corner is the number of bones Bignose has collected so far. Below this

### TIME LIMIT

There is a time limit of approximately 4 to 7 minutes to do each level in. The timer is not

actually shown until you have only 30 seconds left when it replaces the score at the bottom of the screen. When the timer runs out Bignose loses a life.

### BONUS STAGES

In the bonus stages Bignose has to jump from mushroom to mushroom across the screen to the right. If he succeeds you win a continue. Each continue allows you to restart Bignose at the level he reached when he was killed. Bignose won't lose a life if he doesn't complete the bonus game.

### HIDDEN LEVELS

Throughout Bignose Freaks Out there are a number of hidden levels. Some are found by bouncing on mushrooms, others just by falling in the right place. When you find a hidden level or secret mushroom where it was,

### THE BIG BOSS MONSTERS

After you have completed an area of Bignose Freaks Out (that's four levels), you move on to fight the big boss monsters. These guys are mad monkeys shouting Leny around doesn't help. Each time Bignose collects a bone, an orange bar will appear above the score at the bottom of the screen.

Some of the big badies include Spike, Sidney, Ripper and several of Leny's stinkin' inventions which include

a giant catapult and a hot air balloon

so watch out Bignose!

### TWO PLAYER TAG MODE

In this game you start with 4 lives. When you lose a life player two takes over. Bignose until he loses another life. This continues until Bignose finally dies. Extras lives prolong the game as usual so keep getting em!

### TWO PLAYER CHALLENGE MODE

In this mode you can challenge a friend. You take turns to collect as many bones as possible in 60



seconds. You play 5 levels, one from each area and the winner is the one who has collected the most bones at the end. You take turns so go first in each level. Above Bignose is a number counter to show whose turn it is. At the end of each level a table shows who is in the lead.

### HINTS & TIPS

Look out for hidden doors. There are 45 hidden levels. Pick up as many stones as you can to increase your firepower. Try jumping everywhere, there are dozens of mushrooms to find - and hidden levels.

Look out for level warps too!

# Nintendo ENTERTAINMENT SYSTEM



**BIG NOSE**  
Freaks Out

was brought to you by...

GAME DESIGN  
PROGRAMMING  
GRAPHICS  
MUSIC  
AUDIO PLAYING  
ART MANAGER  
PROJECT MANAGER  
PRODUCTION

Stuart and Peter Feller  
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Made in the U.K.

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**DO NOT** touch the connectors or the game when wet or dirty.

**DO NOT** clean the game - case with benzene, alcohol, paint thinner or other such solvents.

**DO NOT** drop it or let it get very cold.

**DO NOT** hot it or drop it or attempt to take it apart.

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Written by  
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help! He has no money, no car and no respect from his fellow Linen! The trouble is, no one believes his tale of discovering a far away planet called "Earth" so it's your job to help him get back there and take some handy snap! Starting from his home town Old Line Town, it's cosmic gameplay at the way in a unique blend of adventure and platform action! PLUS a whole galaxy of surprises thrown in! Absorb your sensors in this Extra-Terrestrial Odyssey but keep an eye out for flying saucers in your front! And keep your eye out for flying saucers in your front!

saucers in your front! Good luck!



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## FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions:

- This device may not cause harmful interference and
- This device must accept any interference received including interference that may cause undesired operation.

The equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Relocate or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced technician for help.

The digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

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